SoftSide Selections

#40

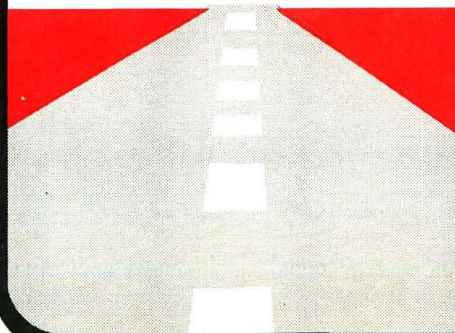Arachnid

Mini Golf

Smokey

VOLCANO ISLAND

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Mini Golf

by Mitch Voth
Atari® translation by Rich Bouchard

Minigolf is a graphic simulation of miniature golf for an Atari 400/800/1200 with at least 16K RAM.

Remember the golden days of youthful summers, when you and the gang went out to the miniature golf course? Does it seem too long ago? Now you can relive those halcyon times, right on your computer. You can invite the old gang over, too, because up to ten people can play.

Instructions

First, tell the computer how many people will be playing. The computer then asks you for their names. After that, just play nine holes of relaxing *Minigolf*.

The left- and right-arrow keys position your "putter." When you think you have the angle right, press one of the number keys from 1 to 9. Use 9 to deliver a powerful swipe at the ball, and send it bounding about the course. The force of your swing declines gradually down to 1, which represents a light tap.

Players putt each hole in its entirety before the next one tees off. After each hole, the scorecard appears.

See you at the course!

```
SS SS SS SS SS SS SS SS SS SS SS
SS                               SS
SS      ATARI  BASIC             SS
SS       "MINIGOLF"              SS
SS  Program by: Mitch Voth       SS
SS Translation: Rich Bouchard    SS
SS                               SS
SS      Copyright (c) 1983       SS
SS SoftSide Publications, Inc    SS
SS                               SS
SS SS SS SS SS SS SS SS SS SS SS
```
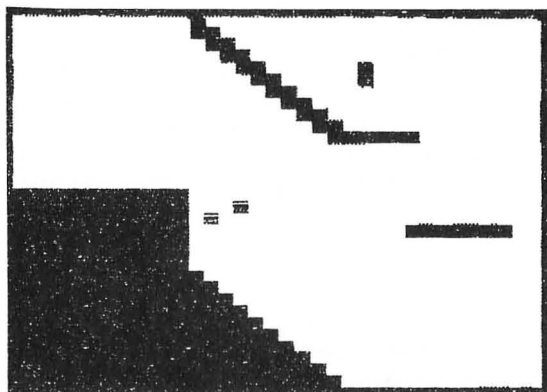
If you don't wish to type this program, it is available on Issue #40 SoftSide CV and DV.

```
10 GRAPHICS 0:POKE 752,1:? :CLOSE #1:0
PEN #1,4,0,"K"
15 DIM Z$(100),A$(30),S(10):? ," ATARI
 9-HOLE ":? ,"MINIATURE GOLF"
20 Z$(1)=" ":Z$(100)=" ":Z$(2)=Z$(1)
25 FOR A=1 TO 10:S(A)=0:NEXT A
30 POKE 752,1:POSITION 2,5:? "NUMBER O
F PLAYERS? ";:GET #1,NP:POKE 752,0:NP=
NP-48:IF NP<1 OR NP>9 THEN 30
32 ? CHR$(NP+48):FOR A=1 TO NP:S(NP)=0
:? "PLAYER #";A;"'S NAME";:INPUT A$:IF
 LEN(A$)>10 THEN A$=A$(1,10)
33 IF LEN(A$)=0 THEN A$=" "
34 Z$(A*10-LEN(A$)+1,A*10)=A$:NEXT A:G
RAPHICS 5:POKE 752,1
38 POKE 708,0:POKE 712,58:GOTO 300
40 GRAPHICS 0:POKE 752,1:? "          SC
ORE:":? :FOR A=1 TO NP:? Z$(A*10-9,A*1
0),S(A):NEXT A
42 ? :? "HIT ANY KEY":GET #1,A:GRAPHIC
S 5:POKE 752,1:POKE 708,0:POKE 712,58:
RETURN
50 GET #1,Z:IF Z<58 AND Z>48 THEN HH=(
Z-48)*11:HM=0:VM=0:COLOR A:PLOT C1,C2:
GOTO 200
60 T=0:IF Z<>43 THEN 70
62 CP=CP+1:IF CP=17 THEN CP=1
64 COLOR A:PLOT C1,C2:GOTO 100
70 IF Z<>42 THEN 50
72 CP=CP-1:IF CP=0 THEN CP=16
74 COLOR A:PLOT C1,C2:GOTO 100
90 COLOR 1:PLOT HP1,HP2:PLOT HP1+1,HP2
92 COLOR 3:PLOT B1,B2:LOCATE C1,C2,A:I
F A<>2 THEN COLOR 2:PLOT C1,C2:GOTO 50
94 COLOR 3:PLOT C1,C2:GOTO 50
100 GOTO CP+100
```

```
101 C1=B1:C2=B2+2:M1=0:M2=-1:GOTO 90
102 C1=B1+1:M1=-1:GOTO 90
103 C1=B1+2:C2=B2+2:M1=-2:GOTO 90
104 C2=B2+1:M2=-0.5:GOTO 90
105 C2=B2:M2=0:GOTO 90
106 C2=B2-1:M2=0.5:GOTO 90
107 C1=B1+2:C2=B2-2:M1=-2:M2=1:GOTO 90
108 C1=B1+1:M1=-1:GOTO 90
109 C1=B1:M1=0:GOTO 90
110 C1=B1-1:M1=1:GOTO 90
111 C1=B1-2:C2=B2-2:M1=2:M2=1:GOTO 90
112 C2=B2-1:M2=0.5:GOTO 90
113 C2=B2:M2=0:GOTO 90
114 C2=B2+1:M2=-0.5:GOTO 90
115 C1=B1-2:C2=B2+2:M1=2:M2=-1:GOTO 90
116 C1=B1-1:M1=1:GOTO 90
150 COLOR 3:PLOT HP1,HP2:PLOT HP1+1,HP
2:IF S>1 THEN 156
152 ? "A HOLE IN ONE!!!!!!":FOR A=1 TO
 5:FOR B=1 TO 59:SETCOLOR 4,B/4+1,14:S
OUND 0,B,0,10:NEXT B:NEXT A
154 POKE 712,58:SOUND 0,0,0,0:GOTO 158
156 ? "THAT TOOK YOU ";S;" STROKES":FO
R A=1 TO 50:SOUND 0,A,10,10:NEXT A:FOR
 A=49 TO 2 STEP -1
157 SOUND 0,A,10,10:NEXT A:SOUND 0,0,0
,0
158 FOR A=1 TO 700:NEXT A:? CHR$(28);"
                                     ":?
CHR$(28);CHR$(28);:RETURN
200 D1=B1:D2=B2:COLOR 2:PLOT B1,B2:IF
(ABS(M1)=1 AND HM=1) OR ABS(M1)=2 THEN
 204
202 HM=1:GOTO 210
204 D1=B1+SGN(M1):HM=0
205 T=T+1:IF T>4 THEN RC=2:RETURN
```

MINIGOLF

```
210 SOUND 0,200,10,10:SOUND 0,0,0,0:LO
CATE D1,B2,A:IF A=0 THEN RC=0:RETURN
211 IF (D1<>HP1 AND D1<>HP1+1) OR D2<>
HP2 THEN IF A=1 THEN RC=0:RETURN
212 COLOR 3:PLOT D1,B2:B1=D1:LOCATE HP
1,HP2,A:IF A<>1 THEN S(PT)=S(PT)+S-P:R
C=1:GOSUB 150:RETURN
214 LOCATE HP1+1,HP2,A:IF A<>1 THEN S(
PT)=S(PT)+S-P:RC=1:GOSUB 150:RETURN
220 COLOR 2:PLOT B1,B2:IF (ABS(M2)=0.5
AND VM=1) OR ABS(M2)=1 THEN D2=B2+SGN
(M2):VM=0:GOTO 230
222 VM=1
230 LOCATE B1,D2,A:IF A=0 THEN RC=0:RE
TURN
231 IF (D1<>HP1 AND D1<>HP1+1) OR D2<>
HP2 THEN IF A=1 THEN RC=0:RETURN
232 COLOR 3:PLOT B1,D2:B2=D2:LOCATE HP
1,HP2,A:IF A=3 THEN S(PT)=S(PT)+S-P:RC
=1:GOSUB 150:RETURN
234 LOCATE HP1+1,HP2,A:IF A=3 THEN S(P
T)=S(PT)+S-P:RC=1:GOSUB 150:RETURN
240 T=0:HH=HH-1:IF HH<0 THEN RC=2:RETU
RN
242 GOTO 200
300 COLOR 2:FOR A=3 TO 36:PLOT 27,A:DR
AWTO 45,A:NEXT A:? "  HOLE # 1   PAR 2
"
302 P=2:FOR PT=1 TO NP:S=1:? Z$(PT*10-
9,PT*10);"'S TURN":B1=INT(RND(0)*11+32
):B2=31:CP=1
304 HP1=35:HP2=6
305 GOSUB 100
310 IF RC=2 THEN S=S+1:CP=1:GOSUB 100:
GOTO 310
```

```
320 IF RC=1 THEN NEXT PT:GOTO 400
325 GOSUB 3000
330 IF D1=26 OR D1=46 THEN M1=-M1:GOSU
B 200:GOTO 310
332 M2=-M2:GOSUB 200:GOTO 310
400 GOSUB 40:COLOR 2:FOR A=13 TO 36:PL
OT 27,A:DRAWTO 45,A:NEXT A:FOR A=0 TO
11:PLOT 27+A,13-A:DRAWTO 70,13-A
402 NEXT A:? "  HOLE # 2   PAR 2":FOR
PT=1 TO NP:S=1:? Z$(PT*10-9,PT*10);"'S
TURN"
404 HP1=60:HP2=8:B1=INT(RND(0)*11+32):
B2=31
405 CP=1:GOSUB 100
420 IF RC=2 THEN S=S+1:CP=1:GOSUB 100:
GOTO 420
430 IF RC=1 THEN NEXT PT:GOTO 500
435 GOSUB 3000
440 IF D2=1 OR D2=37 OR (D2=14 AND D1>
45) THEN M2=-M2:GOSUB 200:GOTO 420
442 IF D1<27 OR D1=46 OR D1=71 THEN M1
=-M1:GOSUB 200:GOTO 420
444 A=M1:M1=-M2*2:M2=-A/2:GOSUB 200:GO
TO 420
500 GOSUB 40:COLOR 2:FOR A=13 TO 36:PL
OT 17,A:DRAWTO 55,A:NEXT A:FOR A=0 TO
11:PLOT 17+A,13-A:DRAWTO 55-A,13-A
502 NEXT A:COLOR 1:PLOT 36,10:DRAWTO 3
6,36
510 ? "  HOLE # 3   PAR 2":FOR PT=1 TO
NP:PRINT Z$(PT*10-9,PT*10);"'S TURN":
B1=INT(RND(0)*11+42)
512 S=1:B2=32:CP=1:HP1=25:HP2=32:GOSUB
100
```
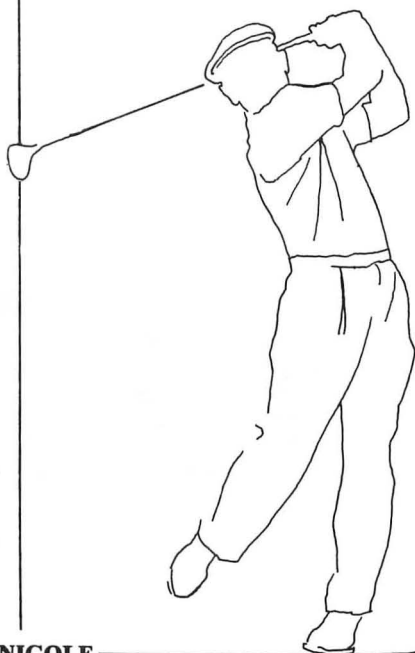
```
520 IF RC=2 THEN S=S+1:CP=1:GOSUB 100:
GOTO 520
530 IF RC=1 THEN NEXT PT:GOTO 600
540 GOSUB 3000
550 IF D2=1 OR D2=37 THEN M2=-M2:GOSUB
200:GOTO 520
552 IF D1=16 OR D1=36 OR D1=56 THEN M1
=-M1:GOSUB 200:GOTO 520
554 IF D1<36 THEN A=M1:M1=-M2*2:M2=-A/
2:GOSUB 200:GOTO 520
556 A=M1:M1=M2*2:M2=A/2:GOSUB 200:GOTO
520
600 GOSUB 40:COLOR 2:FOR A=13 TO 24:PL
OT 21,A:DRAWTO 63,A:NEXT A:FOR A=25 TO
36:PLOT 21,A:DRAWTO 35,A:NEXT A
602 FOR A=1 TO 8:PLOT 36+A,24+A:DRAWTO
63-A,24+A:PLOT 21+A,13-A:DRAWTO 63-A,
13-A:NEXT A
604 COLOR 1:PLOT 36,25:DRAWTO 36,14:DR
AWTO 51,14:PLOT 51,14:DRAWTO 51,24
610 P=3:? "  HOLE # 4    PAR 3":FOR PT=
1 TO NP:PRINT Z$(PT*10-9,PT*10);"'S TU
RN":B1=INT(RND(0)*9)+24
615 S=1:B2=32:CP=1:HP1=43:HP2=19:GOSUB
100
620 IF RC=2 THEN S=S+1:CP=1:GOSUB 100:
GOTO 620
630 IF RC=1 THEN NEXT PT:GOTO 700
640 GOSUB 3000
650 IF D2=4 OR D2=12 OR D2=37 OR (D2=3
3 AND D1>44 AND D1<55) OR (D2=14 AND D
1>36) THEN 654
652 GOTO 656
654 M2=-M2:GOSUB 200:GOTO 620
656 IF D1=20 OR D1=49 OR D1=51 OR D1=6
4 OR D1=36 THEN M1=-M1:GOSUB 200:GOTO
620
658 IF (D1>56 AND D2<13) OR (D2>24 AND
D1<57) THEN A=M1:M1=M2*2:M2=A/2:GOSUB
200:GOTO 620
659 A=M1:M1=-M2*2:M2=-A/2
660 GOSUB 200:GOTO 620
700 GOSUB 40:COLOR 2:FOR A=25 TO 36:PL
OT 41,A:DRAWTO 55,A:NEXT A:FOR A=1 TO
9:PLOT 33-A,25-A:DRAWTO 55,25-A
702 PLOT 24+A,11-A:DRAWTO 55-A,11-A:NE
XT A:FOR A=1 TO 5:PLOT 24,16-A:DRAWTO
55,16-A:NEXT A
704 COLOR 1:FOR A=1 TO 2:PLOT 55,25-A:
DRAWTO 45,15-A:NEXT A
710 ? "  HOLE # 5    PAR 2":P=2:FOR PT=
1 TO NP:S=1:? Z$(PT*10-9,PT*10);"'S TU
RN":CP=1
715 B1=INT(RND(0)*8)+43:B2=33:HP1=33:H
P2=13:GOSUB 100
720 IF RC=2 THEN S=S+1:CP=1:GOSUB 100:
GOTO 720
730 IF RC=1 THEN NEXT PT:GOTO 800
740 GOSUB 3000
750 IF D2=1 OR D2=37 OR (D2=25 AND D1<
41) THEN M2=-M2:GOSUB 200:GOTO 720
752 IF D1=23 OR D1=40 OR D1=56 THEN M1
=-M1:GOSUB 200:GOTO 720
754 IF D1<40 AND D2<11 THEN A=M1:M1=-M
2*2:M2=-A/2:GOSUB 200:GOTO 720
756 A=M1:M1=M2*2:M2=A/2:GOSUB 200:GOTO
720
800 GOSUB 40:COLOR 2:FOR A=25 TO 36:PL
OT 31,A:DRAWTO 45,A:NEXT A:FOR A=1 TO
11:PLOT 31,25-A:DRAWTO 51+A,25-A
801 NEXT A
802 FOR A=2 TO 13:PLOT 31,A:DRAWTO 62,
A:NEXT A:COLOR 1:FOR A=1 TO 2:PLOT 30+
A,24:DRAWTO 39+A,15:NEXT A
```
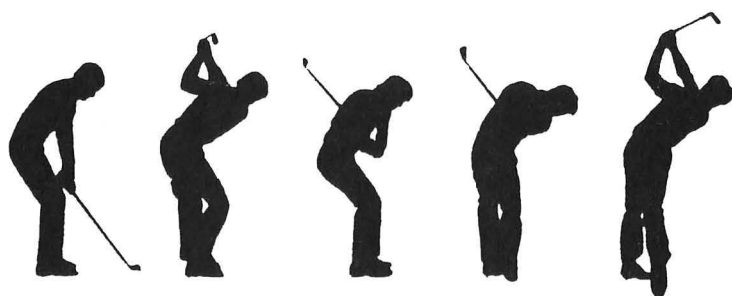
```
804 PLOT 41,15:DRAWTO 41,10:PLOT 49,10
:DRAWTO 49,4
810 ? "   HOLE # 6   PAR 3":P=3:FOR PT=
1 TO NP:S=1:? Z$(PT*10-9,PT*10);"'S TU
RN"
815 B1=INT(RND(0)*8)+34:B2=33:HP1=35:H
P2=13:CP=1:GOSUB 100
820 IF RC=2 THEN S=S+1:CP=1:GOSUB 100:
GOTO 820
830 IF RC=1 THEN NEXT PT:GOTO 900
840 GOSUB 3000
850 IF D2=5 OR D2=1 OR D2=37 OR (D2=25
 AND D1>45) OR ((D2=10) AND (D1=41 OR
D1=49)) THEN M2=-M2:GOSUB 200:GOTO 820
852 IF D1=30 OR D1=46 OR D1=63 OR D1=4
9 OR (D1=41 AND D2<=16) THEN M1=-M1:GO
SUB 200:GOTO 820
854 A=M1:M1=-M2*2:M2=-A/2:GOSUB 200:GO
TO 820
900 GOSUB 40:COLOR 2:FOR A=1 TO 9:PLOT
25-A,37-A:DRAWTO 54,37-A:PLOT 15+A,17
-A:DRAWTO 51-A,17-A:NEXT A
902 FOR A=21 TO 27:PLOT 16,A:DRAWTO 54
,A:NEXT A:FOR A=1 TO 4:PLOT 16,16+A:DR
AWTO 50+A,16+A:NEXT A
904 COLOR 1:PLOT 38,11:DRAWTO 50,23:PL
OT 38,16:DRAWTO 45,23:PLOT 26,27:DRAWT
O 38,27
906 PLOT 39,27:DRAWTO 39,36
910 ? "   HOLE # 7   PAR 3":P=3:FOR PT=
1 TO NP:S=1:? Z$(PT*10-9,PT*10);"'S TU
RN"
915 B1=INT(RND(0)*8)+44:B2=33:HP1=33:H
P2=32:CP=1:GOSUB 100
920 IF RC=2 THEN S=S+1:CP=1:GOSUB 100:
GOTO 920
930 IF RC=1 THEN NEXT PT:GOTO 1000
940 GOSUB 3000
950 IF D1=15 OR D1=55 OR (D1=39 AND D2
>26) THEN M1=-M1:GOSUB 200:GOTO 920
952 IF D2=37 OR D2=7 OR D2=27 THEN M2=
-M2:GOSUB 200:GOTO 920
954 IF D1<25 AND D2<17 THEN A=M1:M1=-M
2*2:M2=-A/2:GOSUB 200:GOTO 920
956 A=M1:M1=M2*2:M2=A/2:GOSUB 200:GOTO
920
1000 GOSUB 40:COLOR 2:FOR A=27 TO 36:P
LOT 29,A:DRAWTO 43,A:NEXT A:FOR A=1 TO
8:PLOT 29-A,27-A:DRAWTO 43+A,27-A
1002 PLOT 21,19-A:DRAWTO 52,19-A:PLOT
21+A,11-A:DRAWTO 52-A,11-A:NEXT A
1004 COLOR 1:PLOT 30,11:DRAWTO 33,14:D
RAWTO 33,21:DRAWTO 36,24:PLOT 37,24:DR
AWTO 40,21:DRAWTO 40,14:DRAWTO 43,11
1010 ? "   HOLE # 8   PAR 3":P=3:FOR PT
=1 TO NP:S=1:? Z$(PT*10-9,PT*10)
1015 B1=INT(RND(0)*8+32):B2=33:HP1=36:
HP2=17:CP=1:GOSUB 100
1020 IF RC=2 THEN S=S+1:CP=1:GOSUB 100
:GOTO 1020
1030 IF RC=1 THEN NEXT PT:GOTO 1100
1040 GOSUB 3000
1050 IF D2=37 OR D2=2 THEN M2=-M2:GOSU
B 200:GOTO 1020
1051 IF D1=33 OR D1=40 THEN IF D2=21 O
R D2=14 THEN 1054
```
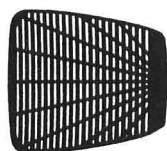
```
1052 IF D1=20 OR D1=53 OR D1=33 OR D1=
40 OR D1=28 OR D1=44 THEN M1=-M1:GOSUB
200:GOTO 1020
1054 IF (D1>43 AND D2>18) OR (D1<30 AN
D D2<11) OR (D1>36 AND D1<44) THEN A=M
1:M1=-M2*2:M2=-A/2:GOSUB 200:GOTO 1020
1056 A=M1:M1=M2*2:M2=A/2:GOSUB 200
1060 GOTO 1020
1100 GOSUB 40:COLOR 2:FOR A=27 TO 36:P
LOT 29,A:DRAWTO 43,A:NEXT A:FOR A=3 TO
27:PLOT 20,A:DRAWTO 52,A:NEXT A
1102 COLOR 1:PLOT 34,10:DRAWTO 31,13:P
LOT 39,10:DRAWTO 42,13:PLOT 27,14:DRAW
TO 35,22:PLOT 38,22:DRAWTO 46,14
1110 ? " HOLE # 9   PAR 4":P=4:FOR PT
=1 TO NP:S=1:? Z$(PT*10-9,PT*10);"'S T
URN"
1115 B1=INT(RND(0)*8+32):B2=33:HP1=36:
HP2=17:CP=1:GOSUB 100
1120 IF RC=2 THEN S=S+1:CP=1:GOSUB 100
:GOTO 1120
1130 IF RC=1 THEN NEXT PT:GOTO 2000
1140 GOSUB 3000
```

```
1150 IF D2=37 OR D2=2 OR D2=28 THEN M2
=-M2:GOSUB 200:GOTO 1120
1152 IF D1=19 OR D1=53 OR ((D1=28 OR D
1=44) AND D2>26) THEN M1=-M1:GOSUB 200
:GOTO 1120
1154 IF (D1>37 AND D2>13) OR (D1<36 AN
D D2<14) THEN A=M1:M1=-M2*2:M2=-A/2:GO
SUB 200:GOTO 1120
1156 A=M1:M1=M2*2:M2=A/2:GOSUB 200
1160 GOTO 1120
2000 GRAPHICS 0:? "   FINAL SCORE:":?
:? "   PLAYER  SCORE":? ? "-----------
------"
2005 FOR A=1 TO NP:? Z$(A*10-9,A*10);"
 : ";S(A):NEXT A:POKE 752,1
2010 ? :? "PLAY AGAIN (Y/N)"
2020 GOSUB 3000:A=PEEK(764):IF A<>43 A
ND A<>35 THEN 2020
2030 IF A=43 THEN RUN
2040 POKE 752,0:? :? :? "GOOD BYE.":CL
OSE #1:POKE 764,255:END
3000 SOUND 0,50,10,10
3005 HH=HH-10:IF HH<2 AND HH>-6 THEN H
H=2
3010 SOUND 0,200,10,10
3020 SOUND 0,0,0,0:RETURN
```


SWAT TABLE

For ATARI® MINIGOLF

LINES	SWAT CODE	LENGTH	LINES	SWAT CODE	LENGTH
10 - 32	NJ	511	620 - 700	KX	623
33 - 60	XZ	502	702 - 750	YS	571
62 - 103	IQ	445	752 - 804	IZ	540
104 - 115	JQ	527	810 - 852	OH	519
116 - 158	OR	586	854 - 910	XH	576
200 - 220	ZS	584	915 - 1000	ON	607
222 - 302	AT	560	1002 - 1020	RJ	501
304 - 404	YS	530	1030 - 1100	AM	547
405 - 502	JL	511	1102 - 1150	TA	524
510 - 556	GI	535	1152 - 2030	ER	518
600 - 615	QJ	539	2040 - 3020	UZ	239

——————————— ARACHNID ———————————

DV BONUS

Arachnid

by John Ortiz

Arachnid is an arcade-style game for an Atari® 400/800/1200 with 16K RAM and one joystick. It is included as the bonus program on issue #40 SoftSide DV. See the coupon near the back of this booklet to order your disk.

The lab is buzzing today! You and your fellow bio-electrical engineers are excited about the arrival of a shipment of alien spiders.

The test set-up is ready: a series of plexiglass cages — each a miniature simulation of arachnid environment on a distant planet. The experiment consists of placing an earthly spider in each of the plexiglass cages, amongst the alien spiders. The question: How long can the earth creature survive under such conditions?

To avoid offending the Society Against Cruelty to Arachnids, and in accord with new government regulations protecting earth's life species, your "earthly test specimens" are actually highly-technical, robotic spider-clones which you control with your joystick. They can survive only as long as they maintain a storage of energy units.

Arachnid is a one-player game, but it keeps the high score for each session so you can pass the joystick to other players in competition.

Instructions For Play

Press START to begin play. You will see your spider-clone, pulsating with energy in the center of the viewing screen. He is surrounded by a variety of alien bugs and fruits, and must eat the good food and avoid the bad food to maintain his energy level. The good foods are red and yellow (on a black and white screen they are dark); the bad foods are blue and white (on a black and white screen, they are bright). Notice that the yellow bugs and the pears alternate between yellow and white. They must be eaten while yellow (or dark) to be good food.

The longer you keep your clone alive, the higher your score — the score goes up automatically and is not affected by what you eat. If you stay alive long enough to score 1000 points, you move to the next level. The cages of levels four, five, and six contain a green Flying Zapper. Contact with one of these causes instant extermination.

You can vary the game difficulty by using the OPTION key to choose the speed (the flashing speed of the yellow bugs and pears). Speed 2 is normal, but you can choose Speed 1, which is much faster and makes the game much harder, or make the game easier by choosing Speed 3. Using the SELECT key, you may start on any level except level 10.

Any joystick movement begins the action — Good luck!

Energy Values

Y-bugs (yellow-flashing)	+ 10 or -10
R-bugs (red)	+ 7
B-bugs (blue)	-18
Pears (yellow-flashing)	+ 4 or -4
Apples	+ 2
Blueberries	-9

Cages (Levels)

1, 2, and 3 — blue
4, 5, and 6 — red with one Zapper
7, 8, 9 — yellow with two Zappers
10 — black with three Zappers

Level 1 is easiest. You may start on any level except 10. Level 10 repeats itself as long as you stay alive.

Function Keys

SELECT — difficulty level at beginning or to start over with option change.
OPTION — flashing speed: Speed 1 is fast; Speed 2 is normal; Speed 3 is slow.
START — begin or start over (even during play) with options intact.
SYSTEM RESET — return to title page (does not erase high score for the session).

Pause Feature

● Press spacebar or any letter key to pause.

Joystick Features

● The first joystick movement begins the game.
● Use a joystick movement to come out of a pause.
● Use the red fire button to start over with option intact, but not during play or during a pause.

Properties of the Alien Bugs

1. They can hatch out anywhere.
2. They crawl in only one direction.
3. They eat fruits and even each other. (They may steal your food.)
4. They might die at anytime and disappear.
5. They disintegrate if they run into the walls of the cage.
6. Your clone cannot outrun the Flying Zappers. They change direction only when they hit the walls.

Sounds

1. Your clone noisily swallows a juicy morsel — GULP!
2. The clone spits out bad food — PHTT!
3. An alarm rings when you move to a higher level.
4. The Zappers make a humming noise — it's not in your TV set.
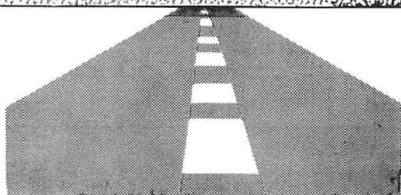5. You'll hear the sound of your clone's demise when you run out of energy or are zapped.

DV BONUS

———— **ARACHNID** ————

Smokey

by Chris and Lindsey Ernst

Smokey is a simulation for an Atari® 400/800/1200 with 32K. (The program is modifiable to run in 24K.)

A certain Bandit holds the world record of 50 hours for the 2918-mile trip from San Francisco to New York City. A certain Smokey wants to humiliate, discredit, disgrace, and embarrass the Bandit. He is offering $15,000 for expenses to any challenger, and $100,000 to anyone who breaks the record. You could be the one.

As a challenger, you choose among a Datsun 280Z, a Trans-Am, a Mazda RX-7, and a Citation X-11. Each car has a different price, top speed, mpg, and gas tank size.

With a CB radio, you get reports on the probable location of Smokeys, bad weather and roadblock warnings. You may outrun a Smokey or get away with the help of other CBers, but another roadblock may be ahead.

When you are tired or drive fast in bad weather, the chance of crashing increases. If you run out of gas, it costs time and money to get back on the road. A flat tire, a detour, construction, or engine trouble may also slow you down. If you run out of money, your trip is finished, since you have no credit.

If you exceed the record time, you may set your own personal record. Naturally, you won't break the record taking fewer chances than the wild, reckless Bandit did.

To modify *Smokey* for a 24K Atari, delete lines 6001-6022, and add line 1020 RESTORE 6000.

Variables

A,A$: Input variables.
B: Bears.
C$,NC$: City, next city.
C,R: Column, row.
CB,CB$: CB,CB conversation.
CR: Car.
CT: Car trouble.
D,DS,DL: Cost, dollars at start, dollars left.
EPA: Highway mileage estimate.
G,GL: Gas bought, gallons in tank.
GT: Capacity of gas tank.

H,HS,HL: Hours, hours at start, hours left.
HA: Hours awake.
M,MS,ML: Miles, miles at start miles left.
N,K,L,Z,Y,J: Counters.
PH$,H$: CB handles.
S$,NS$: State, next state.
SL: Hours of sleep.
SP,SPL: Speed, speed limit.
T: Police tickets.
TS: Top speed.
W: Weather.
X: Random variable.

```
SS SS SS SS SS SS SS SS SS SS SS
SS                             SS
SS      Atari BASIC            SS
SS       'Smokey'              SS
SS   by Chris & Lindsey Ernst  SS
SS      Copyright (c) 1983     SS
SS  SoftSide Publications, Inc SS
SS                             SS
SS SS SS SS SS SS SS SS SS SS SS
```

If you don't wish to type this program, it is available on issue #40 SoftSide CV and DV.

Introduction.

```
5 ERR=8000
10 DIM C$(15),S$(15),NC$(15),NS$(15),A
$(30),PH$(20),H$(20),H1$(20),H2$(20),H
3$(20),CB$(60)
20 Y=INT(6*RND(0))*10:MS=2918:DS=15000
:HS=50.4:ML=MS:DL=DS:HL=HS:GOSUB 4000:
? :? "         SMOKEY       ":?
25 J=INT(22*RND(0))
50 ? :? "   A CERTAIN 'BANDIT' HOLDS T
HE WORLD RECORD OF 50 HOURS FOR THE 29
18 MILES FROM SAN FRANCISCO TO ";
60 PRINT "NEW YORK CITY.  WILL YOU BE
THE NEXT WORLD RECORD HOLDER?":PRINT
70 PRINT "  A CERTAIN 'SMOKEY' WANTS T
O SEE THAT 'BANDIT' HUMILIATED, DISCRE
DITED, DISGRACED, AND EMBARRESSED.";
80 ? " HE IS OFFERING $15,000 FOR EXP
ENSES TO ANY CHALLENGER AND $100,000 T
O ANYONE THAT BREAKS THE RECORD.":?
90 TRAP ERR:RES=90:? :? "DO YOU WANT T
O BREAK THE RECORD";:INPUT A$:IF A$(1,
1)="N" THEN 990
```

Buy car.

```
100 ? "YOU HAVE $15,000, PICK OUT YOUR
 CAR":? :? "      1-DATSUN 280Z  2
-TRANS AM"
110 ? :? "TOP SPEED    126 MPH
   160 MPH":? :? "EPA-HWY       32 MPG
      24 MPG"
120 ? :? "FUEL TANK    21 GAL
  18 GAL":? :? "PRICE        $14,000
    $12,000"
130 ? :? "       3-MAZDA RX-7  4-CIT
ATION X-11":? :? "TOP SPEED    118 MPH
   105 MPH"
```

```
140 ? :? "EPA-HWY    30 MPG        38
 MPG":? :? "FUEL TANK   16 GAL
13 GAL"
150 ? :? "PRICE         $11,600       $9
,500"
160 TRAP ERR:RES=160:? :? "WHICH CAR W
ILL YOU BUY(1-2-3-4)";:INPUT CR:RESTOR
E 5100:FOR N=1 TO CR:READ TS,EPA,GT,D:
NEXT N
190 DL=DL-D:GL=5:PRINT :PRINT "YOU HAV
E 5 GALS OF GAS IN YOUR NEW CAR":GOSUB
 1700
```

Buy CB radio.

```
200 TRAP ERR:RES=200:? :? "DO YOU WANT
 TO BUY A CB";:INPUT A$:IF A$(1,1)="N"
 THEN CB=0:GOTO 300
220 TRAP ERR:RES=220:? :? "WHICH CB 1-
$94 2-$164 3-$224 0-NONE";:INPUT CB:IF
 CB=0 THEN 300
230 RESTORE 5200:FOR N=1 TO CB:READ D:
NEXT N:DL=DL-D
270 TRAP ERR:RES=270:PRINT :PRINT "WHA
T'S YOUR HANDLE";:INPUT PH$
```

Map and route.

```
300 RESTORE 5001:GOSUB 1100:? "       H
ERE IS YOUR MAP AND ROUTE"
310 READ C,R,M,NC$,NS$,H1$,H2$,H3$
315 IF C=14 THEN PLOT C,R:GOTO 310
320 DRAWTO C,R:IF NS$="X" THEN READ C,
R:DRAWTO C,R:GOTO 330
325 GOTO 310
330 FOR N=1 TO 800:NEXT N
```

Starting out.

```
340 NC$="SAN FRANCISCO":NS$="CALIFORNI
A":S$=NS$:C$=NC$:L=1
350 RESTORE 5001:READ C,R,M,NC$,NS$,H1
$,H2$,H3$
```

SMOKEY

```
360 GOSUB 4000:? :? "   YOU ARE NOW LE
AVING ";C$:GOTO 490
```

Main program.
Check state.

```
400 IF NS$="X" THEN GOTO 420
405 IF S$<>NS$ THEN GOSUB 1200
```

Plot route to current location.

```
410 C$=NC$:S$=NS$
420 RESTORE 5001:GOSUB 1100
425 L=L+1
430 FOR N=1 TO L
435 IF N=24 THEN READ C,R:DRAWTO C,R:?
    "YOU ARE NOW APPROACHING NEW YORK CIT
Y!":FOR N=1 TO 800:NEXT N:GOTO 900
440 READ C,R,M,NC$,NS$,H1$,H2$,H3$
450 IF C=14 THEN PLOT C,R
460 DRAWTO C,R:NEXT N
470 ? "YOU ARE NOW APPROACHING ";C$:?
S$:FOR N=1 TO 800:NEXT N:GOSUB 4000
```

Miles to next city; other status information.

```
480 IF NS$="X" THEN ? :? "IT IS ";M;"
MILES TO ";NC$:FOR N=1 TO 1500:NEXT N:
GOTO 500
490 ? :? "IT'S ";M;" MILES TO ";NC$;",
";NS$:GOSUB 1300
```

Stop or go.

```
500 ? :IF HA>19 THEN ? "YOU ARE GETTIN
G VERY SLEEPY":GOTO 520
510 ? :IF HA>15 THEN ? "YOU ARE GETTIN
G TIRED"
520 TRAP ERR:RES=520:? :? "DO YOU WANT
TO STOP";:INPUT A$:IF A$(1,1)="N" THE
N 560
530 TRAP ERR:RES=530:? :? "DO YOU WANT
TO STOP FOR 1-GAS 2-FOOD 3-SLEEP 0-NO
NE";:INPUT A:IF A=0 THEN 560
540 ON A GOSUB 1700,1800,1900
```

```
550 TRAP ERR:RES=550:IF DL<=0 THEN 135
0:? :? "ARE YOU READY TO GO";:INPUT A$
:IF A$(1,1)="N" THEN 530
```

Weather report.

```
560 W=INT(20*RND(0)):IF W>3 THEN W=0
570 IF CB>0 THEN GOTO 600
580 RESTORE 5300:? :? "WEATHER REPORT
- ";:FOR N=0 TO W:READ A$:NEXT N:? A$
```

CB Report.

```
600 TRAP ERR:RES=600:B=INT(3*RND(1)):I
F CB>0 THEN ? :? "ENTER 'C' FOR CB REP
ORT";:INPUT A$:IF A$="C" THEN 1000
```

Speed.

```
620 TRAP ERR:RES=620:SPL=55:? :? "HOW
FAST WILL YOU DRIVE";:INPUT SP
630 IF SP>TS THEN ? :? "YOUR CAR WILL
ONLY GO ";TS;" MPH":SP=TS:FOR N=1 TO 4
00:NEXT N
```

Road trouble.

```
700 GOSUB 2000:IF HA>19 THEN X=INT(3*R
ND(1)):IF X=3 THEN 2100
710 IF SP>80 AND W>0 THEN X=INT(10*RND
(1)):IF X=7 THEN 2800
720 IF SP>SPL THEN X=INT(20*RND(0)):IF
X=9 THEN 2800
730 IF B=2 AND SP>SPL THEN X=INT(3*RND
(1)):IF X>0 THEN 3000
740 IF SP>SPL THEN X=INT(10*RND(1)):ON
X GOTO 3000
750 X=INT(30*RND(0)):ON X GOTO 2200,23
00,2400,2600,2700
```

Update status if no problems between cities;
check for out of gas or money; return to line
400.

```
760 GOSUB 4000:HR=M/SP:HL=HL-HR:HA=HA+
HR:ML=ML-M:GL=GL-M/EPA:IF SP>55 THEN X
=SP-55:GL=GL-(X/100*(M/EPA))/2
770 IF GL<=0 THEN GOSUB 1700
780 IF DL<0 THEN GOTO 1350
790 GOTO 400
```

Update status if there are problems between cities.

```
800 Z=Z+1:HR=M/2/SP:HL=HL-HR:HA=HA+HR:
GL=GL-M/2/EPA:ML=ML-M/2:IF SP>55 THEN
X=SP-55:GL=GL-(X/100$(M/2/EPA))/2
820 IF DL<=0 THEN GOTO 1350
830 IF GL<=0 THEN GOSUB 1700
840 IF Z=2 THEN Z=0:GOTO 400
850 ? :? "YOU ARE STILL ";M/2;" MILES
FROM ";NC$;", ";NS$:GOSUB 1300
860 TRAP ERR:RES=860:? :? "HOW FAST WI
LL YOU DRIVE";:INPUT SP
870 IF SP>TS THEN ? :? "YOUR CAR WILL
ONLY GO ";TS;" MPH":SP=TS:FOR N=1 TO 4
00:NEXT N
880 GOSUB 2000:IF SP>SPL+5 THEN X=INT(
30$RND(1)):IF X=25 THEN GOTO 2800
890 GOSUB 4000:GOTO 800
```

End of program.

```
900 GOSUB 4000
910 ? :? "YOU COMPLETED THE TRIP IN ";
INT(HS-HL);" HOURS"
920 IF HL<=0 THEN ? :? "YOU DID NOT BR
EAK THE RECORD":GOTO 960
930 ? :? "YOU GET THE $100,000 AND HOL
D THE NEW WORLD RECORD!":? :? "GOOD DR
IVING ! ! ! ! !"
940 TRAP ERR:RES=940:? :? "DO YOU WANT
TO TRY TO BREAK YOUR RECORD";:INPUT A
$:IF A$(1,1)="Y" THEN 30
950 GOTO 990
960 TRAP ERR:RES=960:? :? "TOUGH LUCK
- DO YOU WANT TO TRY AGAIN";:INPUT A$:
IF A$(1,1)="Y" THEN 20
990 ? :? "CATCHA LATER,GOOD BUDDY":END
```

Subroutines.
CB Report.

```
1000 IF CB=1 THEN X=INT(50$RND(1)):IF
X=10 THEN CB=0:GOTO 1080
1010 IF CB=2 THEN X=INT(100$RND(1)):IF
X=25 THEN CB=0:GOTO 1080
1020 RESTORE 6000+J:J=J+1:IF J>22 THEN
J=0
1025 READ CB$:? :? "THIS IS ";PH$:? "T
RYING TO BREAK THE BANDIT'S RECORD":?
"HOW ABOUT A WEST BOUNDER":? CB$
1030 ? :? "YOU GOT THE ";:IF B=2 THEN
READ CB$:? H2$:GOTO 1050
```

```
1040 ? H1$
1050 READ CB$:? CB$:READ CB$:IF W>3 TH
EN W=0
1060 IF B<2 THEN READ CB$
1065 IF W>0 THEN RESTORE 5400:FOR N=1
TO W:READ A$:NEXT N:? A$
1070 ? CB$:GOTO 620
1080 ? :? "YOU GOT AN EARACHE - A BROK
EN CB":GOTO 570
```

Map graphic.

```
1100 GOSUB 4040
1105 SETCOLOR 0,2,8:SETCOLOR 2,8,1:SET
COLOR 4,8,1
1110 PLOT 14,4:DRAWTO 14,7:PLOT 13,8:D
RAWTO 13,10:PLOT 12,11:DRAWTO 12,17:PL
OT 13,18:DRAWTO 13,20:PLOT 14,21
1115 PLOT 14,22:DRAWTO 17,25:PLOT 18,2
6:DRAWTO 20,26:PLOT 21,27:PLOT 22,27:P
LOT 23,28:DRAWTO 27,28:PLOT 28,27
1120 PLOT 29,27:PLOT 30,28:PLOT 30,29:
DRAWTO 32,31:PLOT 33,31:PLOT 34,30:DRA
WTO 39,35:PLOT 37,34:PLOT 39,34
1125 DRAWTO 42,31:PLOT 43,31:PLOT 44,3
0:DRAWTO 47,30:PLOT 48,30:PLOT 50,28
:DRAWTO 53,28:PLOT 54,29:DRAWTO 56,29
1130 DRAWTO 57,30:PLOT 57,31:DRAWTO 60
,34:PLOT 61,33:PLOT 61,32:DRAWTO 59,30
:PLOT 59,29:DRAWTO 57,27:DRAWTO 57,25
1135 DRAWTO 61,21:PLOT 61,20:DRAWTO 61
,14:PLOT 62,13:DRAWTO 62,11:DRAWTO 64,
9:DRAWTO 64,6:DRAWTO 66,4:DRAWTO 64,2
1140 DRAWTO 63,5:PLOT 62,6:DRAWTO 60,6
:PLOT 59,7:DRAWTO 59,9:PLOT 59,10:DRAW
TO 57,10:DRAWTO 54,13:PLOT 53,13
1150 PLOT 52,12:DRAWTO 52,10:PLOT 51,9
:PLOT 51,8:PLOT 50,9:DRAWTO 50,12:PLOT
49,13:PLOT 48,13:PLOT 47,12
1155 DRAWTO 47,8:PLOT 47,7:DRAWTO 45,7
:PLOT 44,6:PLOT 43,6:DRAWTO 42,5:DRAWTO
25,5:PLOT 24,4
1160 DRAWTO 19,4:PLOT 18,3:DRAWTO 16,3
:PLOT 15,4
1165 RETURN
```

Welcome to next state.

```
1200 GOSUB 4020
1210 POSITION 6,2:PRINT #6;"WELCOME":P
OSITION 9,5:PRINT #6;"TO"
```

```
1220 LET P=INT((20-LEN(N$))/2):POSITI
ON P,8:? #6;N$:FOR N=1 TO 300:NEXT N:
RETURN
```

Calculate status.

```
1300 ? :? "   MILES TO GO","FUEL   HOUR
S  MONEY":? :? "              ";ML,INT(GL
);"GL   ";INT(HL);"  $";INT(DL)
1310 RETURN
```

Out of money.

```
1350 ? :? "YOU DO NOT HAVE ENOUGH MONE
Y TO PAY   AND MAY NOT CONTINUE":GOTO
960
```

Buy gas.

```
1700 X=INT(15*RND(1)):D=X/100+1.3:HR=0
.25+X/100:HL=HL-HR:IF GL>0 THEN 1740
1720 X=INT(3*RND(1)+1):GL=5:DL=DL-D*9:
HL=HL-X:HA=HA+HR+X:? :? "YOU RAN OUT O
F GAS!"
1730 ? :? "   IT COST YOU $";D*9;" AND
";INT(HR+X);" HOURS TO GET A 5 GAL CAN
OF GAS AND BACK TO A GAS STATION"
1740 TRAP ERR:RES=1740:? :? "GAS IS $"
;D:? :? "HOW MANY GALLONS DO YOU WANT"
;:INPUT G:GL=GL+G
1750 DL=DL-G*D:X=INT(GL-GT):IF X>0 THE
N GL=GT:? :? "YOUR TANK ONLY HOLDS ";G
T;" GALS":FOR N=1 TO 300:NEXT N
1760 RETURN
```

Eat.

```
1800 TRAP ERR:RES=1800:? :? "WILL YOU
EAT 1-BREAKFAST 2-LUNCH 3-DINNER";:INP
UT A:D=3*A:HR=0.5*A
1810 DL=DL-D:HL=HL-HR:HA=HA+HR:RETURN
```

Sleep and sound.

```
1900 TRAP ERR:RES=1900:? :? "HOW MANY
HOURS WILL YOU SLEEP";:INPUT SL:HA=0:X
=INT(50*RND(0))
1910 RESTORE 5500:FOR K=1 TO 7:READ A:
SOUND 0,A,10,8:FOR N=1 TO 60:NEXT N:NE
XT K:SOUND 0,0,0,0
1920 HL=HL-SL:IF SL>4 AND X=19 THEN ?
:? "IT WAS SO NOISY THAT YOU SLEPT ONL
Y 2 HOURS":FOR N=1 TO 600:NEXT N
1930 RETURN
```

Road graphic and sound.

```
2000 FOR K=1 TO 20:GOSUB 4030
2020 PLOT 16,0:DRAWTO 0,16:PLOT 22,0:D
RAWTO 38,16
2030 FOR N=0 TO 15 STEP 5
2040 PLOT 19,N:DRAWTO 19,N+3:NEXT N
2050 SOUND 0,80,2,15:GOSUB 4020
2090 NEXT K:SOUND 0,0,0,0:RETURN
```

Asleep at the wheel.

```
2100 GOSUB 4000:FOR N=1 TO 100:NEXT N:
X=INT(5*RND(0)):IF X=4 THEN 2150
2110 ? :? "YOU FELL ASLEEP AT THE WHEE
L !":? :? "FORTUNATELY,YOU WOKE UP AS
YOU RAN OFF THE ROAD - NO DAMAGE DONE"
2120 TRAP ERR:RES=2120:? :? "DO YOU WA
NT TO TAKE A NAP";:INPUT A$:IF A$(1,1)
="N" THEN 800
2130 SL=INT(4*RND(1)+2):HA=0:HL=HL-SL:
FOR N=1 TO 500:NEXT N:? :? "YOU SLEPT
";SL;" HOURS AND FEEL BETTER"
2140 FOR N=1 TO 200:NEXT N:GOTO 800
2150 GOSUB 2900:GOSUB 4000:? :? "YOU F
ELL ASLEEP AT THE WHEEL !":? :? "CAR T
OTALED":FOR N=1 TO 200:NEXT N:GOTO 960
```

Construction graphic.

```
2200 GOSUB 4020:POSITION 4,4:? #6;"CON
STRUCTION":POSITION 4,6:? #6;"NEXT ";I
NT(M/2);" MILES"
2210 POSITION 5,2:? #6;"SLOW  DOWN"
2220 ? "         SPEED LIMIT 25 MPH":S
PL=25:FOR N=1 TO 900:NEXT N:GOSUB 4000
:GO TO 800
```

Wrong-turn graphic.

```
2300 GOSUB 4000:POSITION 18,3:? "_JCT_
"
2320 FOR R=4 TO 19:POSITION 20,R:? "_"
:NEXT R
2340 POSITION 14,7:? "EAST--_--WEST":P
OSITION 14,9:? "___ _ ___"
2349 REM Next line has control and inv
erse characters.
2350 POSITION 14,10:? " hj -- -- nj ":
POSITION 14,11:? "_b_        b h_"
2360 POSITION 15,21:? "WRONG  TURN":FO
R N=1 TO 500:NEXT N
```

```
2370 ? "}":X=INT(3*RND(1)+1):GL=G-X:HL
=HL-X:HA=HA+X
2380 GOSUB 4000:? :? "YOUR WRONG TURN
TOOK YOU ";20*X;" MILES OUT OF THE WAY
":? :? "YOU LOST ";X;" HOURS"
2390 FOR N=1 TO 200:NEXT N:GOTO 800
```
Detour traffic.
```
2400 GOSUB 4040:SETCOLOR 0,2,8:SETCOLO
R 2,8,1:SETCOLOR 4,8,1
2410 PLOT 19,12:DRAWTO 49,12:DRAWTO 49
,8:DRAWTO 59,18:DRAWTO 49,28:DRAWTO 49
,24:DRAWTO 19,24:DRAWTO 19,13
2415 DRAWTO 50,13:DRAWTO 50,10:DRAWTO
58,18:DRAWTO 50,26:DRAWTO 50,23:DRAWTO
21,23:DRAWTO 21,14:DRAWTO 51,14
2420 DRAWTO 51,12:DRAWTO 57,18:DRAWTO
51,24:DRAWTO 51,22:DRAWTO 22,22:DRAWTO
22,15:DRAWTO 52,15
2425 PLOT 52,14:DRAWTO 56,18:DRAWTO 52
,22:PLOT 52,21:DRAWTO 53,21:PLOT 20,13
:DRAWTO 20,23:PLOT 23,21:DRAWTO 53,21
2430 PLOT 24,17:DRAWTO 24,19:PLOT 25,1
6:PLOT 25,20:PLOT 26,16:DRAWTO 26,20:P
LOT 28,17:PLOT 28,19
2435 PLOT 29,17:DRAWTO 29,19:PLOT 30,1
6:DRAWTO 30,20:PLOT 31,17:DRAWTO 31,20
:PLOT 33,17:DRAWTO 33,20
2440 PLOT 34,16:DRAWTO 34,20:PLOT 35,1
6:PLOT 35,20:PLOT 36,17:DRAWTO 36,19:P
LOT 37,17
2445 DRAWTO 37,19:PLOT 38,16:PLOT 38,2
0:PLOT 39,16:DRAWTO 39,20:PLOT 40,20:P
LOT 41,16:DRAWTO 41,19
2450 PLOT 42,16:DRAWTO 42,19:PLOT 43,2
0:PLOT 44,16:DRAWTO 44,20:PLOT 46,17:P
LOT 46,19:PLOT 46,20
2455 PLOT 47,16:PLOT 47,18:PLOT 48,16:
DRAWTO 48,20:PLOT 49,16:DRAWTO 49,20:P
LOT 50,16:DRAWTO 50,20
2460 PLOT 51,16:PLOT 51,20:PLOT 52,1
6:DRAWTO 52,20:PLOT 53,16:DRAWTO 53,20
:PLOT 54,17:DRAWTO 54,19:PLOT 55,18
2465 PLOT 53,16:DRAWTO 53,20
2470 ? "          SPEED LIMIT 35 MPH":SP
L=45:GL=GL-3:HL=HL-1:HA=HA+1:FOR N=1 T
O 800:NEXT N:GOSUB 4000:GOTO 800
```
Car graphic.
```
2500 GOSUB 4040:SETCOLOR 0,2,8:SETCOLO
R 2,8,1:SETCOLOR 4,8,1
2510 PLOT 28,14:DRAWTO 46,14:PLOT 47,1
5:PLOT 48,15:DRAWTO 54,22:DRAWTO 63,22
:PLOT 64,23
2515 DRAWTO 67,23:PLOT 68,23:PLOT 69,2
4:PLOT 70,25:PLOT 70,26:DRAWTO 72,28:P
LOT 72,29:PLOT 73,30:DRAWTO 73,33
2520 IF CT=1 THEN PLOT 72,34:DRAWTO 66
,34:PLOT 65,35:DRAWTO 67,37:DRAWTO 54,
37
2525 IF CT=1 THEN PLOT 54,36:PLOT 55,3
5:PLOT 54,34:DRAWTO 51,34
2530 IF CT=2 THEN DRAWTO 66,33:DRAWTO
66,35:DRAWTO 64,37:DRAWTO 56,37:DRAWTO
54,35:DRAWTO 54,33:DRAWTO 50,33
2535 IF CT=2 THEN PLOT 70,22:DRAWTO 74
,12:PLOT 73,25:DRAWTO 77,15
```


SMOKEY

── SMOKEY ──

WEST →

EAST ↑

```
2550 PLOT 50,33:DRAWTO 45,33:PLOT 44,3
2:DRAWTO 29,32:PLOT 28,33:DRAWTO 28,35
:DRAWTO 26,37:DRAWTO 21,37
2555 DRAWTO 18,34:DRAWTO 18,32:DRAWTO
10,32:DRAWTO 10,24:PLOT 11,23:DRAWTO 1
3,23:PLOT 14,22:DRAWTO 17,22
2560 DRAWTO 19,20:PLOT 20,20:DRAWTO 27
,14
2565 RETURN
```

Flat tire.

```
2600 CT=1:GOSUB 2500:? :? "
    FLAT TIRE":FOR N=1 TO 800:NEXT N
2610 GOSUB 4000:X=INT(3*RND(1)+1):HL=H
L-X:DL=DL-3*X:HA=HR+X
2620 ? :? "  IT TOOK ";X;" HOURS AND $
";2*X;" TO CHANGE AND REPAIR YOUR FLAT
TIRE"
2630 FOR N=1 TO 200:NEXT N:GOTO 800
```

Engine trouble.

```
2700 CT=2:GOSUB 2500:? :? "          E
NGINE OVER HEATED":FOR N=1 TO 800:NEXT
N
2710 GOSUB 4000:? :? "IT COST YOU $30
FOR A TOW TRUCK AND":X=INT(4*RND(1)):O
N X GOTO 2760,2770,2780
2750 ? "$75 TO REPLACE THE WATER PUMP"
:? :? "IT TOOK 4 HOURS":D=105:HR=4:GOT
O 2790
2760 ? "$10 TO REPLACE A BROKEN HOSE":
? :? "IT TOOK 2 HOURS":D=40:HR=2:GOTO
2790
2770 ? "$12 TO REPLACE THE THERMOSTAT"
:? :? "IT TOOK 4 HOURS":D=42:HR=3:GOTO
2790
2780 ? "$125 TO REPAIR THE RADIATOR":?
:? "IT TOOK 8 HOURS BUT YOU GOT 5 HOU
RS OF SLEEP"
2785 HA=0:HL=HL-8:DL=DL-180:FOR N=1 TO
200:NEXT N:GOTO 800
```

```
2790 HL=HL-HR:DL=DL-D:HA=HA+HR:FOR N=1
TO 200:NEXT N:GOTO 800
```

Hit a tree.

```
2800 GOSUB 2900:GOSUB 4000:? :? "YOU L
OST CONTROL AND HIT A TREE":FOR N=1 TO
300:NEXT N:GOTO 960
```

Crash graphic.

```
2900 GOSUB 4020:SETCOLOR 2,3,2:SETCOLO
R 4,3,2:POSITION 8,5:? #6;"CRASH":FOR
K=50 TO 53:SOUND 0,K,8,15
2910 FOR N=1 TO 15:NEXT N:NEXT K:SOUND
0,0,0,0:RETURN
```

Stop or run from Smokey.

```
3000 GOSUB 3900:? :? "SMOKEY BEHIND YO
U WITH HIS LIGHTS ON"
3010 TRAP ERR:RES=3010:? :? "WILL YOU
STOP OR RUN";:INPUT A$:IF A$(1,1)="S"
THEN 3400
3020 TRAP ERR:RES=3020:? :? "HOW FAST
WILL YOU DRIVE";:INPUT SP
3030 IF SP>TS THEN ? :? "YOUR CAR WILL
ONLY GO ";TS;" MPH":SP=TS:FOR N=1 TO
400:NEXT N
3040 X=INT(10*RND(1)):IF X=3 THEN GOTO
2800
3050 GOSUB 3900:GOSUB 4000:IF SP>100+I
NT(60*RND(1)+1) THEN GOTO 3190
3060 ? :? "YOU CAN'T LOSE HIM ";:IF CB
>0 THEN 3100
3070 ? " - PULL OVER":GOTO 3500
3100 TRAP ERR:RES=3100:? :? :? "ENTER
'C' FOR CB HELP":INPUT A$:IF A$(1,1)<>
"C" THEN 3080
3110 RESTORE 7000+Y:Y=Y+10:IF Y>50 THE
N Y=0
3120 ? :? "THIS IS ";PH$;" EASTBOUND":
READ CB$:? CB$
3130 READ CB$:? :? CB$;" ";PH$:? H3$;"
HERE"
```

```
3140 FOR N=1 TO 2:READ CB$:? CB$;:NEXT
N:FOR N=1 TO 900:NEXT N:GOSUB 3900:GO
SUB 4000
3150 X=INT(5*RND(1)):IF X=4 THEN ? :?
:? "YOU CAN'T LOSE HIM";:GOTO 3080
3190 GOSUB 2000:GOSUB 4000:? :? :? "YO
U LOST HIM":FOR N=1 TO 200:NEXT N:X=IN
T(5*RND(1)):IF X>0 THEN 800
```

Road block.

```
3200 IF CB=0 THEN ? :? "ROAD BLOCK ":G
OTO 3220
3210 ? :? "COLLECT CALL FOR ";PH$:? :?
"YOU ARE HEADED TOWARDS AN IRON CURTA
IN ALERT - ROAD BLOCK"
3220 ? :? "WILL YOU  1-STOP":? "2-TRY
TO DRIVE THRU":? "3-TRY TO DRIVE AROUN
D ON THE SHOULDER"
3230 IF CB>0 THEN ? "4-TAKE A SIDE ROA
D"
3240 TRAP ERR:RES=3240:INPUT A:X=INT(5
*RND(1)):ON A GOTO 3500,3280,3280
3250 IF X=3 THEN 3290
3260 IF X=4 THEN 2800
3270 ? :? "YOU TOOK A WRONG TURN AND G
OT LOST BUT YOU MADE IT PAST THE ROAD
BLOCK":GOTO 2380
3280 IF X>0 THEN 2800
3290 ? :? "YOU MADE IT !":FOR N=1 TO 2
00:NEXT N:GOTO 800
```

Police ticket.

```
3400 IF SP-SPL<=5 THEN ? :? "THIS TIME
YOU WILL GET ONLY A WARNING":GOTO 351
0
3410 D=20+5*(SP-SPL):DL=DL-D:T=T+1:IF
T=4 THEN GOTO 3600
3420 ? :? " THE TICKET WILL COST YOU $
20 PLUS $5 FOR EACH MPH OVER THE LIMIT
":? :? "THAT'S $";D:GOTO 3510
3500 T=T+1:IF T=4 THEN 3600
3505 ? :? "THAT WILL COST YOU $1,000 O
R 6 MOS IN JAIL":DL=DL-1000
3510 FOR N=1 TO 400:NEXT N:GOTO 800
3600 ? :? "YOU ALREADY HAVE 3 TICKETS"
:? :? "I'LL HAVE TO SUSPEND YOUR LICEN
SE":FOR N=1 TO 300:NEXT N:GOTO 960
```

Smokey graphic and sound.

```
3900 FOR K=1 TO 10:GOSUB 4030:SETCOLOR
0,9,5:SOUND 0,35,14,15
3910 PLOT 11,6:DRAWTO 11,9:PLOT 12,6:D
RAWTO 12,9:PLOT 13,6:DRAWTO 13,9:PLOT
26,6:DRAWTO 26,9
3920 PLOT 27,6:DRAWTO 27,9:PLOT 28,6:D
RAWTO 28,9:FOR N=1 TO 20:NEXT N
3930 GOSUB 4000:SOUND 0,53,14,15:FOR N
=1 TO 10:NEXT N:NEXT K:SOUND 0,0,0,0:R
ETURN
```

Graphic modes, color; suppress cursor.

```
4000 GRAPHICS 0:POKE 752,1:COLOR 1:SET
COLOR 0,2,8:SETCOLOR 2,8,1:SETCOLOR 4,
8,1:RETURN
4020 GRAPHICS 2:POKE 752,1:COLOR 1:SET
COLOR 0,2,8:SETCOLOR 2,8,1:SETCOLOR 4,
8,1:RETURN
4030 GRAPHICS 3:POKE 752,1:COLOR 1:SET
COLOR 0,2,8:SETCOLOR 2,8,1:SETCOLOR 4,
8,1:RETURN
4040 GRAPHICS 4:POKE 752,1:COLOR 1:SET
COLOR 0,2,8:SETCOLOR 2,8,1:SETCOLOR 4,
8,1:RETURN
```

Data.

```
5001 DATA 14,18,93,SACRAMENTO,CALIFORN
IA,SNOWFLAKE,BEACH BOY,RED FOX
5002 DATA 15,17,136,RENO,NEVADA,TRIPLE
M,APACHE CHIEF,DREAMSICLE
5003 DATA 17,16,167,WINNEMUCCA,NEVADA,
CACTUS JACK,KING OF THE ROAD,RATTLESNA
KE
5004 DATA 19,14,126,ELKO,NEVADA,RED PE
PPER,BALD EAGLE,GREY FOX
5005 DATA 21,14,111,WENDOVER,UTAH,SITT
ING BULL,PETER COTTON TAIL,GREAT PUMPK
IN
5006 DATA 23,14,127,SALT LAKE CITY,UTA
H,STRIPPER,BLACK FALCON,DIXIE DARLING
5007 DATA 25,14,130,ROCK SPRINGS,WYOMI
NG,JUNGLE JIM,HIGH ROLLER,BIG DADDY
5008 DATA 27,13,113,SINCLAIR,WYOMING,L
ICKETY SPLIT,EASY RIDER,ALLIGATOR JOE
5009 DATA 29,13,150,CHEYENE,WYOMING,PE
ANUT,SPACE ACE,TEDDY BEAR
5010 DATA 31,14,144,JULESBURG,COLORADO
,DEW DROP,UNDERDOG,BIG MAMA
5011 DATA 33,14,151,KEARNEY,NEBRASKA,T
UMBLEWEED,SHY KING,BUSHWACKER
5012 DATA 36,14,130,LINCOLN,NEBRASKA,R
OVING REBEL,PEDAL PUSHER,PREACHERMAN
```
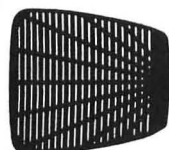
— **SMOKEY** —

```
5013 DATA 39,14,84,OMAHA,NEBRASKA,MR N
CGOO,BATMAN,SWAMP FOX
5014 DATA 41,14,157,DES MOINES,IOWA,SI
LVER FOX,ROLLING COWBOY,GEORGIA PEACH
5015 DATA 43,13,125,DAVENPORT,IOWA,POP
SICLE,BUCKING BRONCE,KING OF DIAMONDS
5016 DATA 45,13,81,PEORIA,ILLINOIS,ROA
DRUNNER,RUBBER DUCK,SINGING COWBOY
5017 DATA 46,15,211,INDIANAPOLIS,INDIA
NA,YOGI BEAR,SIDEWINDER,QUEEN OF HEART
S
5018 DATA 49,16,171,COLUMBUS,OHIO,PONY
 EXPRESS,HOT DOG,SNAKE EYES
5019 DATA 52,16,79,CAMBRIDGE,OHIO,DOUB
LE BOOGIE,BOOTLEGGER,RIVER RAT
5020 DATA 53,16,83,PITTSBURG,PENNSYLVA
NIA,HUMPTY DUMPTY,STREAKER,YANKEE DOOD
LE
5021 DATA 57,15,170,HARRISBURG,PENNSYL
VANIA,KING PIN,WILD STALLION,PETER RAB
IT
5022 DATA 58,15,97,EASTON,NEW YORK,FIR
EBALL,TRAVELING MAN,THUNDERBIRD
5023 DATA 59,14,82,NEW YORK CITY,X,RED
 BUTTERFLY,CANDYMAN,SITTING BULL
5024 DATA 60,13
5100 DATA 126,32,21,14000,160,24,18,12
000,118,30,16,11600,105,38,13,9500
5200 DATA 94,164,224
5300 DATA CLEAR,RAIN,SNOW,FOG
5400 DATA GROUND CLOUDS AHEAD - FOG,WI
NDOW WASHER AHEAD - RAIN,NATURAL CONFE
TTI AHEAD - SNOW
5500 DATA 109,92,54,61,61,69,69
6000 DATA HOW WE LOOKING BACK YOUR WAY
,LIGHT'S GREEN,THE BUSHES ARE CRAWLING
,KEEP'EM BETWEEN THE DITCHES
6001 DATA TAKE A PEEK OVER YOUR SHOULD
ER,BRING ON THE MACHINE,PUT THE HAMMER
 IN THE TOOL BOX,DON'T FEED THE BEARS
6002 DATA TELL US ABOUT THEM OL SMOKEY
S,YOU'VE GOT NOTHING BUT A GREEN LIGHT
,TUCK IT IN,KEEP THE ROLLINGSIDE DOWN
6003 DATA TAKE A LOOK IN YOUR BACKYARD
,PUT BOTH FEET ON THE FLOOR,YOU'VE GOT
 A BEAR WITH A CAMERA,HAVE A FINE ONE
6004 DATA GIVE US A BEAR REPORT,WE AIN
'T SEEN NOTHIN AT ALL,BETTER BACK'EM D
N DOWN,WESTBOUND AND LOOKING AROUND
6005 DATA HOW ABOUT THAT EASTBOUND SID
E,PUT THE PEDAL TO THE MEDAL,SMILE AND
 COMB YOUR HAIR,GOOD NUMBERS ON YA
6006 DATA TELL ME A BEAR STORY,SET YOU
R WHEELS ON FIRE,I HAVE AN EYEBALL ON
A SMOKEY COLLECTING GREEN STAMPS,GONE
6007 DATA WE NEED A BEAR REPORT,DROP T
HE HAMMER DOWN,THERE'S A BEAR IN THE G
RASS TAKING PICTURES,FLEAS ON YA
6008 DATA HOW'S IT LOOKING BACK YOUR W
AY,IT'S ALL CLEAN ON THIS RIP STRIP,WE
 GOT FLIP-FLOPPING BEARS,WE'RE GONE
6009 DATA WHAT'S THE BEAR SITUATION,YO
UR'RE CLEAR,SOMEONE SPILLED HONEY ON T
HE ROAD,DON'T STEP ON ANY BEAR TOES
6010 DATA HOW'S IT LOOK OVER YOUR SHOU
LDER,TIGHTEN UP THE RUBBERBAND,PEDAL A
 LITTLE SLOWER,DOING IT THE OTHER WAY
6011 DATA TELL US A BEAR STORY,YOU'RE
ENTERING THE LAND OF WONDERFUL,BETTER
DO THE FIVE-FIVE,HAVE A SAFE ONE
6012 DATA HOW'S IT LOOK IN YOUR BACKYA
RD,YOU'RE CLEAN AND GREEN,THERE'S A SM
OKEY IN A BLUE ENVELOPE,CATCHA LATER
6013 DATA TELL ME A STORY,NO SWEAT-NO
PAIN,THERE'S A SNEAKY SNAKE READY TO S
TRIKE,ALL THE FLOWERS YOU CAN HANDLE
6014 DATA WHAT'S IN YOUR BACKYARD,YOU
GOT THE GREEN LIGHT,YOU'RE HEADED INTO
 A BEAR TRAP,KEEP THE WHEELS SPINNING
6015 DATA GOT A FIX ON ANY SMOKEYS,BEA
RS ARE EXTINCT,IT'S DIRTY WITH BEARS,D
OING OUR THING IN THE LEFTHAND LANE
6016 DATA HOW'S IT LOOKIN EASTBOUND,BR
ING IT ON,THERE'S A BEAR POPULATION EX
PLOSION,EASTBOUND STRUTTIN STYLE
6017 DATA TELL US AN EASTBOUND STORY,Y
OU GOT A CLEAN SHOT,IT'S WALL TO WALL
BEARS,KEEP THE SHINY SIDE UP
6018 DATA WHAT'S IT LOOK LIKE IN YOUR
BACKYARD,IT'S CLEAR AS A SPRING DAY,TH
E BUSHES ARE ALIVE,GOOD NUMBERS
6019 DATA HOW ABOUT THEM SMOKEYS,LET I
T ROAR,YOU'VE GOT A KOJAK WITH A KODAK
,GOING THAT WAY
6020 DATA SEEN ANY SMOKE SIGNALS,LET T
HE HAMMER DOWN,YOU'RE NOT THE ONLY ONE
 ON THE ROAD,OUT
```

6021 DATA TELL US WHAT'S HAPPENING EAS
TBOUND,YOU CAN PEDAL WITH BOTH FEET,PU
T THE HAMMER IN THE TOOL BOX,ADIOS
6022 DATA TAKE A PEEK IN YOUR BACKYARD
,IT'S LOOKING CHOICE,IT'S OPEN SEASON,
DOING IT TO IT THE OTHER WAY
7000 DATA I GOT A TEDDY BEAR WITH A BU
BBLEGUM MACHINE IN MY SCREEN,GOT THE C
OPY
7001 DATA BRING IT ON UP HERE I'LL OPE
N UP THE BACKDOOR ,LET YOU IN THE ROCK
ING CHAIR AND CLOSE YOUR SIDEDOOR
7010 DATA I HAVE A NEON SMOKEY WITH HI
S SHOES ON,A BIG TEN FOUR
7011 DATA LEADFOOT AND I ARE RUNNING T
OGETHER.WE'LL PEDAL ALONG ,AND MAKE A
SMOKEY SANDWICH WHEN YOU REACH US
7020 DATA A BEAR IN A PARTY HAT HAS A
FOOT IN MY CARBURETOR,BIG FOUR,WE'RE A
T A CHOKE AND PUKE ABOUT A MILE AWAY.

7021 DATA WE'LL BE READY TO PLAY SNOW
WHITE AND THE SEVEN DWARFS
7030 DATA I GOT A SMOKEY WITH LIT CAND
LES ON MY BACK DOOR,CHARLIE CHARLIE
7031 DATA THE BROTHER TRUCKERS WOULD B
E HONORED TO HOST A STALL BALL, FOR TH
AT THERE SMOKEY
7040 DATA I'VE GOT A REDEYED SNEAKY SN
AKE KNOCKING ON MY BACK DOOR,ROGER-DOD
GER
7041 DATA I'M PUSHING A RIG WESTBOUND
AND FEEL LIKE SOME FUN, WE'LL SEE HOW
WELL THAT SMOKEY PLAYS CHICKEN
7050 DATA I GOT A FULL GROWN BEAR WITH
HIS SNOOPERS ON,TEN ROGER
7051 DATA KEEP SHAKIN IT TO THE NEXT W
ATER HOLE, WE'LL KEEP THAT SMOKEY ALL
TIED UP
8000 IF PEEK(195)=5 OR PEEK(195)=8 THE
N GOTO RES
8010 ? "ERROR-   ";PEEK(195);" AT LINE
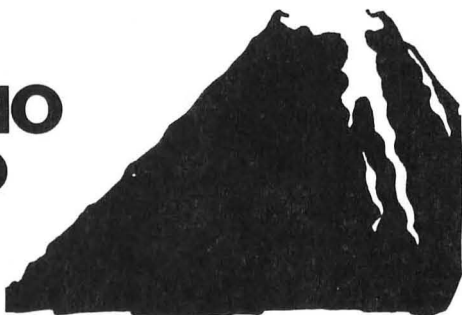";PEEK(186)+PEEK(187)*256:END

SWAT TABLE

For ATARI® SMOKEY

LINES	SWAT CODE	LENGTH	LINES	SWAT CODE	LENGTH
5 - 70	6M	596	2455 - 2500	BR	574
80 - 130	IX	565	2510 - 2530	SZ	627
140 - 230	LP	538	2535 - 2600	EU	523
270 - 405	YQ	432	2610 - 2760	IA	585
410 - 500	PH	488	2770 - 2900	WX	559
510 - 580	HA	509	2910 - 3060	WF	520
600 - 730	XI	516	3070 - 3190	TF	522
740 - 840	DF	532	3200 - 3280	DP	507
850 - 930	GS	519	3290 - 3600	SX	560
940 - 1025	SO	557	3900 - 4000	RR	573
1030 - 1115	EY	664	4020 - 5003	HN	564
1120 - 1135	PG	660	5004 - 5011	LL	526
1140 - 1160	NJ	552	5012 - 5019	PD	533
1165 - 1720	VE	573	5020 - 5500	JG	514
1730 - 1900	UU	539	6000 - 6004	YR	534
1910 - 2090	JK	510	6005 - 6009	AK	533
2100 - 2150	TO	563	6010 - 6014	RU	538
2200 - 2350	FS	539	6015 - 6019	FU	501
2360 - 2410	VW	512	6020 - 7010	NY	533
2415 - 2430	DR	588	7011 - 7040	LY	505
2435 - 2450	HF	570	7041 - 8010	ZW	361

SMOKEY

VOLCANO ISLAND

SoftSide
☒CV ☒DV Adventure Series

"In this adventure, I will become your eyes, ears, and hands," says your computer. You are about to enter a new fantasy world. Each issue, *SoftSide* CV and DV presents the latest challenge to your ingenuity and perseverance. For those unfamiliar with the genre, the fantasy/adventure game places you in a puzzling situation, usually in a strange, unfamiliar world, but sometimes in a world enough like your own to lull you into a false sense of security. Your first goal is, often, simply to survive. However, success at even this basic task can be doubtful. Perplexing situations will certainly test your ingenuity and perseverance, and perhaps you will glean great treasures. But dragons and desperadoes may oppose you — you never know.

To "win" a fantasy/adventure game, you have to solve the puzzles and overcome the obstacles that confront you. Death is transitory — you can always re-run the program. Aficionados of adventures carefully map the locations in the game's world. If you have an exceptional memory, you may skip this exercise... Now, was the cave with the ruby-encrusted scepter north or east of the beach? Hmmm...

You act by giving your computer simple, one- or two-word commands, like "LOOK", or "GET RUBY".

This time, the adventure features the SAVE GAME and LOAD GAME commands. These commands respectively record and retrieve your position to or from your disk. In this way, you can solve the adventure over many playing sessions.

One issue after the appearance of an adventure, *SoftSide* will publish encrypted hints for it. The encryption will prevent you from inadvertently seeing the hints if you don't want to.

Beginning this time, the adventure contains the HINT command. This decodes the encrypted hints that we publish one issue after the appearance of an adventure. To use this command, just type, for example, "HINT DRAZIW DRAZIW". This will cause the adventure to respond "WIZARD WIZARD." This allows you to decode hints in the course of the adventure.

To begin the adventure, just RUN the program named "INTRO" on your disk, or select the adventure from the DV menu. On cassette, the adventure is the last program, and the INTRO program immediately precedes it.
Memory requirements for all adventures — 32K tape, 40K disk.

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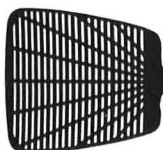**Send the coupon below to:**
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These are the standard procedures for the programs published in **SoftSide Selections**. Sometimes, a particular program does not lend itself to these procedures. Always read the specific instructions accompanying a program. They will instruct you if there are any variances from the following procedures. Also, back issues of **SoftSide** Magazine may differ in some details.

SWAT

TABLE

At the conclusion of each program listing in **SoftSide Selections**, we include a **SWAT (Strategic Weapon Against Typos)** Table. **SWAT** for the Atari appeared in **SoftSide** Issue #30. If you missed Issue #30, we'll send you a free reprint of **SWAT**. Send a self-addressed, stamped envelope to:

> **SoftSide** Publications, Inc.
> Department **SWAT**
> 6 South Street
> Milford, NH 03055

Be sure to tell us that you have an Atari computer.

Magnetic Media

Disks do not carry the DOS.SYS and DUP.SYS files, and are not "bootable." First, boot a disk with DOS on it, then insert the **SoftSide Selections** disk, and run "D:COVER". Our disks are in DOS 2.0S format.

Tapes CLOAD in the normal manner. If you encounter difficulty, try this procedure:

1. POKE 54018,54
2. Turn up the volume on your TV.
3. Type CLOAD, and press RETURN once.
4. Press the play button, and listen.
5. When you hear the steady leader tone, press RETURN again.

Side two of the tape is a duplicate of side one.

SoftSide Selections disks and tapes are duplicated on reliable, professional equipment. Bad copies are exceedingly rare. Nevertheless, the trip through the mail occasionally results in damage to the sensitive magnetic media. If, after a reasonable number of attempts on well-adjusted, clean equipment, you are unable to load a program, return it to us along with an exact explanation of your problem. We will send you a replacement.

SoftSide Selections media are not copy protected. We urge you to make an archival backup copy of your disk or tape as soon as you receive it, as our replacement policy is valid only for 30 days. Please resist the urge to give away copies of copyrighted material.

Line Listings

Line listings are in standard 38-column format, with special conventions for representing unprintable characters:

You must type <u>underlined</u> characters, including blank spaces, in inverse video.

When graphics or control (CTRL) characters are included in a string (between quotation marks), a nearby REM statement will make note of it; in such cases, graphics characters appear as the corresponding lower-case letters, and control characters appear as the corresponding unshifted key symbols. For example: the lower-case letter **s** represents a graphic cross, which you type by pressing the S key while holding down the CTRL key; the = sign represents CTRL-down-arrow, which you type by pressing and releasing the ESC key, then pressing the = key while holding down CTRL. For more information about entering control characters, refer to Appendix F and the back cover of your **Atari BASIC Reference Manual.**

There are two exceptions to our above convention: A clear-screen character (ESC SHIFT-CLEAR) appears in our listings as a right-hand brace, which looks like this: }. The other exception is that a shifted = sign appears as a broken vertical line: ¦ .

Occasionally, a program will demand that we vary from these conventions. In such a case, a nearby REM statement or the program's introductory article will clearly note the special instructions.

Be sure to read each program's explanatory article — it may contain special, important information about the program. Also, use **SWAT** on your program, and get the free reprint if you don't have **SWAT.**

System Requirements

The necessary memory and other equipment you need to run a program are listed in the introductory paragraph of the article for each program. (Also see the **SoftSide Adventure Series** elsewhere in this booklet.)

⅄ SoftSide®
Selections

Here's **SoftSide Selections,** the handy, pull-out booklet with program listings for your Atari 400/800/1200 computer. This issue, **SoftSide Selections** for the Atari features:

● **Minigolf** — This issue's Front Runner is a simulation of this youthful pastime for one to ten players. Play nine different holes!

● **Smokey** — Can you beat the Bandit's cross-country record?

● **Atari DV Bonus** — **Arachnid.** Use your joystick to control an earthly spider through a hostile environment in this machine-language arcade-style game.

● **SoftSide Adventure Series** — **Volcano Island.** The latest fantasy takes you to a tropical island about to explode!